

Mailing List

Produced by John Sands Electronics for the John Sands Sega Personal Computer Copyright John Sands Electronics, 1984

Minimum System Sega SC3000, 32K total RAM minimum required

Tape Loading Instructions

1. Connect the computer as shown on the user instruction card and insert the **BASIC** cartridge
2. Connect a lead from the **IN** socket at the back of the computer to the **OUT** socket of your John Sands Sega Data Recorder, or the earphone socket of your cassette player
3. Switch the computer on
4. While holding down the **FUNC** key press the **LOAD** key. The word **LOAD** should appear on the screen. Press the **CR** key, the message ***Loading Start** should appear
5. Insert the tape in your cassette player or Data Recorder. Press the **PLAY** button on the cassette player, or **LOAD** on the Data Recorder. If everything is set correctly the computer will put up a message telling you that it has found a program. The program will then be loaded from the tape recorder to the computer
6. If the volume and tone controls are set correctly, after a while the message ***Loading end** will appear on the screen. If you are using a cassette player you will probably be most successful with the volume and tone in the top half of their range. If they are set incorrectly, the message ***Tape read error** will appear, meaning that you will have to rewind the tape and go to step 4 and try different levels
7. To start the program press the **RUN** key along with the **FUNC** key, the program will then begin
8. There are two copies of each program on the labelled side of the tape

Using Mailing List

Most people use address books, telephone indexes, or membership lists for clubs and societies. **MAILING LIST** provides facilities for the electronic storage and retrieval of names, addresses and other relevant information, and the production of mailing labels

As well as storing these lists or files, compactly and easily on

cassette tape, MAILING LIST is a powerful tool for ordering, searching and listing such data.

A file consists of a number of records, one for each person. Each record contains various items of information such as a name, street and telephone number. These items are called fields. One record is displayed on the screen at a time, with each field occupying an individual line.

The top four lines of the screen show all the MAILING LIST commands. These are discussed in more detail below. Under this is the title, the number of records in the file, and the number of bytes or characters available for the file. If you are using a BASIC Level IIIA cartridge there are more than 4000 bytes available. There are more than 18000 bytes with a BASIC Level IIIB cartridge. Following this the current record, or the record the program is currently using, is displayed. The last few lines of the screen are the command area, where you type in your instructions and any messages are displayed.

To select a command from the list or menu at the top of the screen, simply type the letter displayed next to the command. For example, pressing **L** will select the load command.

The operation of each command is as follows: -

S save

This command copies a file from the computer's memory to a cassette tape.

To save a file, place a blank cassette in your Data Recorder or cassette player and press the **SAVE** or **RECORD** button. Now, press the **S** key to select the save command. You are then asked to enter a file name, type it in then press **CR**. The file name can contain up to sixteen characters.

The message "Data Saving Start" will be displayed in the command area of the screen and the file will be transferred to the cassette. The time this takes depends on the size of the file. Once saving is complete the message "Data saving end" appears.

L load

This performs the reverse operation to the save command. It copies a file from a cassette tape into the computer's memory. To load a file, start by placing the required cassette in your Data Recorder or cassette player. Then press the **L** key to select the load command. Next you are asked the file name, type it in then press **CR**. Again, it may be up to sixteen characters long. If you want to load the first file on a cassette, you may simply

press **CR**. Now, press the **LOAD** or **PLAY** button on your Data Recorder or cassette player.

The message ***Data loading start** will then be displayed.

If there are other files on the cassette before the one you specified, the program informs you as it skips these.

When the specified file is reached, the program tells you it has found the file and it is loaded. When loading is complete,

***Data loading end** is displayed.

If the program cannot read the cassette, ***Tape read error** will appear instead. This means you must rewind the cassette and try the loading procedure again.

K kill

This command clears the file currently residing in the computer's memory.

The record count is set to zero and any memory occupied by the file is released for subsequent use.

E enter

This option is used to place a new record in the file. When a record is entered, it is automatically placed in alphabetical

sequence within the file and it becomes the current record.

On selecting the enter command, the cursor appears in the record area of the screen. Now you may type in the first field or name, then press the **CR** key. Type in the rest of the fields pressing **CR** at the end of each. A field may contain no characters, in which case you simply press the **CR** key to go onto the next.

If you make a typing error, pressing the **DEL** key will delete the last character you typed. Another press deletes the previous character, and so on.

If you press the **CLR** key, the command is cancelled and the computer awaits your next selection. This is also true for the other commands.

D delete

This command removes the current record from the file.

When you select the delete command, the record displayed on the screen is taken out of the file. The memory occupied by this record is released for subsequent use.

F first

This command displays the first record of the file.

Remember the file is displayed in alphabetical sequence. When you select this command, the first record in this sequence

is displayed and becomes the current record

N next

This displays the next record, or the record following the current record.

On selecting this option the next record becomes the current record. If you are at the end of the file, the same record is displayed again

V prev

This displays the previous record or the record prior to the current record.

On selecting this option the previous record becomes the current record. If you are at the start of the file, the same record is displayed again

P print

This command prints mailing labels for the entire file.

On selecting the print command you are asked the number of copies of each label you require. Type it, then press CR. If you only require one copy of each you can simply press CR.

C copy

This prints mailing labels for the current record.

The record displayed on the screen is used to produce a mailing label. Again, multiple copies may be printed.

Q quit

This option terminates the program. It is important that you use this command to end the program rather than the **BREAK** or **RESET** keys.

Other Uses

You can easily modify MAILING LIST for your own use.

For instance you may wish to keep a record of your coin collection, wine cellar or magazine collection.

In fact, it may be used for any filing and storage application by simply changing the title and the field names.

To alter the title, simply change the string "MAILING LIST" in line 150 to whatever is required. For example,

```
150 CURSOR 12,5: PRINT "WINE CELLAR":...
```

To alter the field names, change the strings in line 160, for example,

```
160...: DATA Maker, Winery, Type, Year, Quantity, Price, Date,  
Comment,
```

If you do not wish to label a field, take out the corresponding string but leave all the commas intact. If there are not eight commas in the DATA statement in line 160, the program will not operate correctly. Field names may not contain more than eight characters.

When you have made the changes, simply save the new version of your program on a cassette.

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